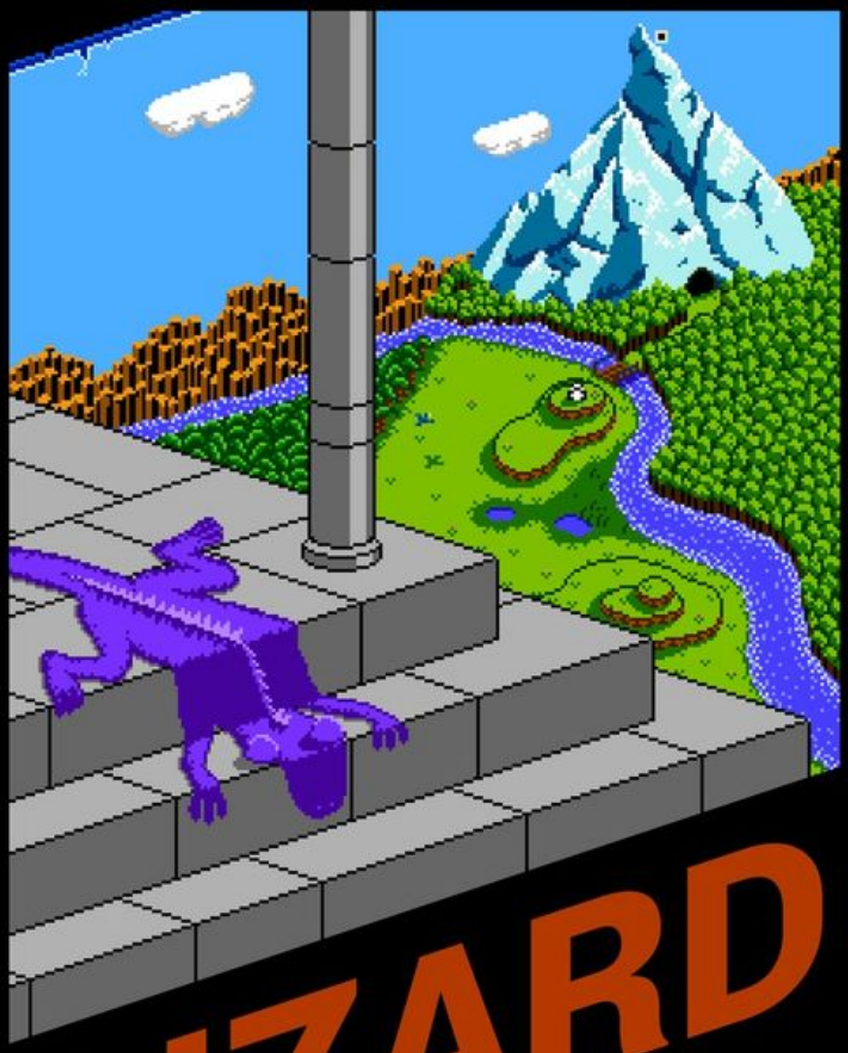


LIZARD

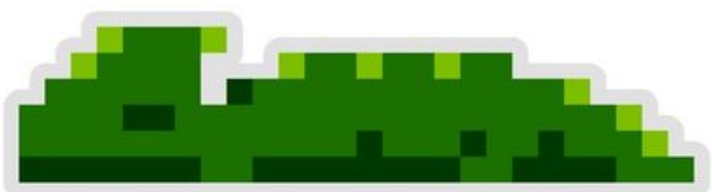
INSTRUCTION MANUAL

Lizard © Brad Smith, 2018
Game Pak manufactured by Infinite NES Lives

Congratulations on your new lizard!

You will find it has many outstanding features that make it a remarkably versatile adventuring tool. Various models of lizard are available, each customized for a specific function.

Keep this booklet handy while using your lizard. It will guide you in its operation.



Controls

Push **LEFT** or **RIGHT** on the directional pad to move the lizard in that direction. Advanced lizard riders may even be able to steer the lizard while in midair.

Hold **DOWN** to slow your movement. This can be helpful if you need to stop quickly, or make a slow advance.

Push **UP** to enter a doorway. You will find yourself on the other side of the world.

Controls

Press **A** to make your lizard jump. Try to build up a little bit of speed before you begin the jump to increase your distance.

Press **B** to activate your lizard's special ability. This will be a little different for each lizard, so experiment to find out what this does.

Hold **SELECT** for several seconds to scuttle your lizard. This is not normally recommended, but it will help if you need to quickly return to your last save stone.

Press **START** to pause the game. Your lizard will wait patiently until you return.

Lizards

The Lizard of Bounce can spring off the ground to cross long gaps. Jump from a high place and hold the **B** button to deploy the bouncy shoes.

The Lizard of Push is quite good at shoving heavy things around. Hold the **B** button to push.

The Lizard of Heat can melt ice with its powerful radiations. Hold the **B** button for uncomfortable warmth.

Lizards

The Lizard of Swim can easily propel itself through water. Tap the **B** button to swim.

The Lizard of Stone can harden itself for protection. It's also a convenient way to stop quickly. Hold **B** to petrify.

The Lizard of Surf can skip across the surface of water with its surfboard. Get a running start, and hold the **B** button to use the board.

Items

Touching one of these stones will save your progress. If something terrible happens, you should be able to reawaken at the active save stone.

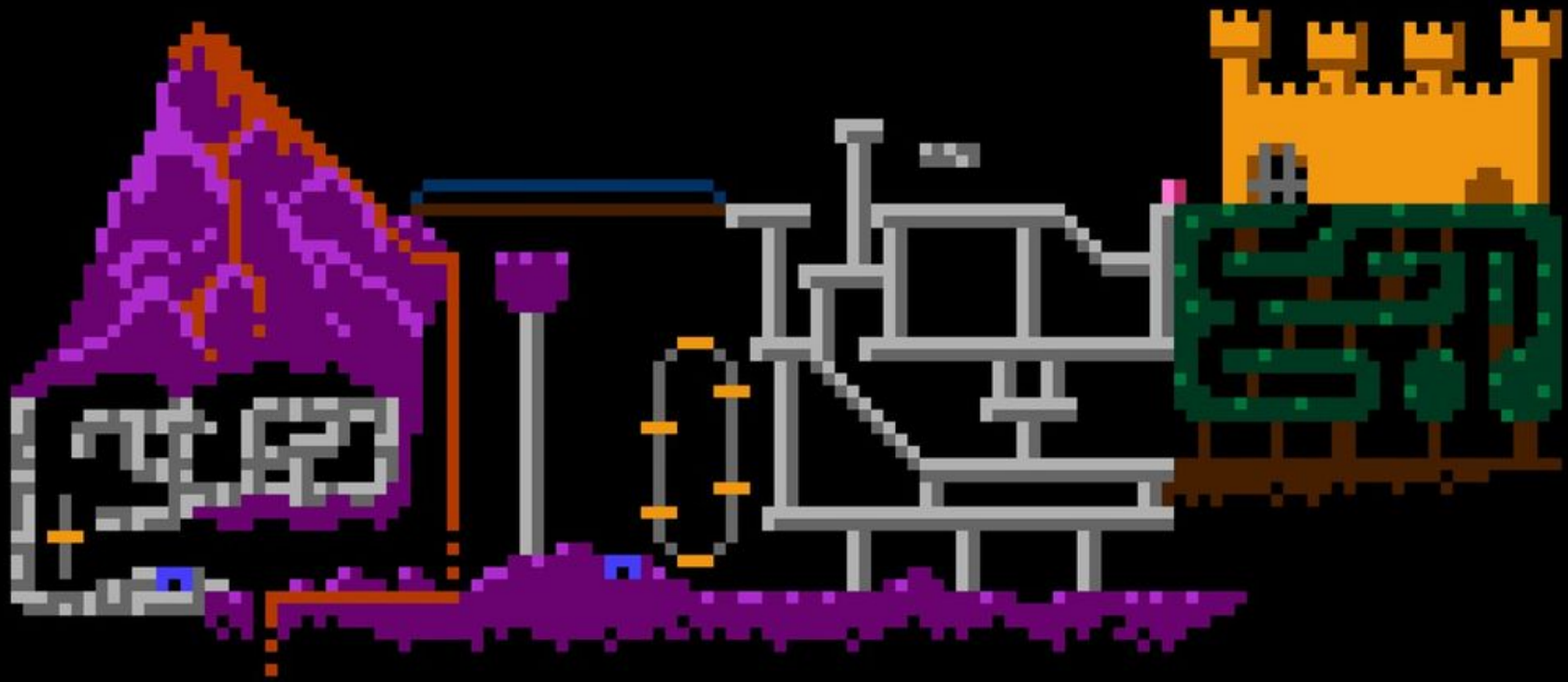
Many doorways exist between the two sides of the world. Push **UP** on the directional pad to use the door.

If you had a source of heat you might be able to melt these blocks of ice.

Side R Map

A forest grows west of the ruins on this side of the world. A complex root system extends beneath the trees. To the east, past the marshes, is a snow-covered mountain. The water melting from its slopes collects in an underground reservoir, and feeds a swiftly flowing river.

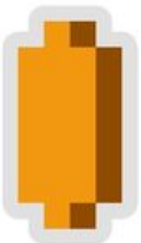
Side V Map



On this side, lava flows down from the volcano to the west. Using water pumped in from the other side, the heat of the volcano drives a steam powered factory built underneath. To the east is an old palace built atop a tangled maze of hedges.

More Items

These carved pillars appear to have some sort of writing on them. With the right kind of knowledge, they could be deciphered.



There are gold coins lying about, but what value does gold have in a place like this?

The pink blocks are heavy, but smooth enough to move if they're given a good enough shove.

Credits

Lizard was made by Brad Smith
2018

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